
MUSIC DOODLE PAD™

MS-DOS VERSION

USER'S GUIDE

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Software that Brings Music to Life!™

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Getting Started

Before You Begin

Before installing the software, please check your computer to see that it meets the following minimum requirements:

Required:

- IBM/Tandy or other 100% compatible computer, minimum of 386SX running at 16 MHz.
- 640K conventional memory, with 500K available for use
- MS-DOS 3.3 or later
- A hard disk with 2.0 MB of free space
- VGA video card and color monitor
- Mouse
- One of the following sound cards:
 - SoundBlaster or compatible
 - Adlib or compatible
 - Microsoft Sound System
 - SoundBlaster AWE 32 WaveTable
 - Roland Rap 10 WaveTable
 - Ensoniq WaveTable
 - Pro Audio Spectrum
 - Advanced Gravis Ultrasound

Important: Before you begin installing the *Music Doodle Pad*, please take a minute to fill out and return the owner registration card included with the product. This entitles you to receive free technical support and other important benefits, including notification of product upgrades and release of exciting new music products.

Installation

Installing the *Music Doodle Pad*

1. Insert the *Music Doodle Pad* Disk into your floppy drive.
2. At the MS-DOS prompt, type `a:install` or `b:install` (depending upon the drive you are installing from) and press the Enter key.
3. Follow the on-screen instructions provided by the installation program.
4. After the program has been transferred to your hard disk, you are asked to specify the sound device to use with the program. It is important that you correctly select the sound device you will be using with the *Music Doodle Pad*. Please refer to the manufacturer's information for your sound card to be sure your card is installed properly and that you select the proper card during the *Music Doodle Pad* installation. Also refer to the *Using Sound Devices* section in the *Technical Issues* chapter of this guide for more information about using sound devices with the *Music Doodle Pad*. If you make the wrong sound card selection during installation, you can change your selection later by running the the *Music Doodle Pad* sound setup program called 'setup' from the 'mdoodle' directory.
5. You are then asked to enter your name to personalize your copy of the *Music Doodle Pad*.
6. If you have not already done so, complete and return your owner registration card.


Starting the Program

To use the *Music Doodle Pad*, you must be positioned in the 'mdoodle' directory. To get to this directory, type 'cd\mdoodle' at the MS-DOS prompt and then press the Enter key. If you installed the product in a different directory, then go to that directory.

You can then start the *Music Doodle Pad* by typing 'doodle' and pressing the Enter key.

Note: To use your mouse with the *Music Doodle Pad*, you must have the mouse driver software loaded. If you run the *Music Doodle Pad* and your mouse does not work, you probably do not have the mouse driver loaded. See the *Troubleshooting* section for help.

Exiting the Program

Any time you want to exit the *Music Doodle Pad*, just click the  button located on the left end of the control bar at the top of the screen.

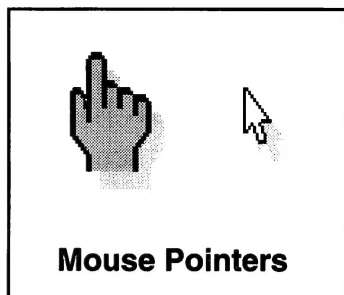
Using the Mouse

There are a few simple hints that you may find useful, especially if you are just learning to use a computer. To use the *Music Doodle Pad* you frequently need to select on-screen buttons and move musical notes around.

Selecting On-screen Buttons

You select on-screen buttons by moving the mouse pointer over the button and pressing either the left or right button on your mouse.

This is called “clicking” a button.



Dragging Notes

You also need to know how to move the *Music Doodle Pad* notes on the screen. This is called “**dragging**”. To drag a note:

1. Position the mouse pointer on the note.
2. Press and hold down either the right or left button on the mouse.
3. Move the note to the desired position on the screen by moving the mouse.
4. Release the mouse button when the note is positioned where you want it.

The *Music Doodle Pad* and Windows™

The MS-DOS version of the *Music Doodle Pad* is designed to be run under the MS-DOS operating system. If you have either Windows 3.1 or Windows 95 installed on your computer, you may need to follow the instructions below to install and operate the program.

Windows 3.1

To install and use the *Music Doodle Pad*, you must complete-

ly exit Windows 3.1

- Select “File” from the Program Manager menu
- Select “Exit Windows”
- Select “OK”
- You will then be at the MS-DOS prompt. Follow the installation or operation instructions described earlier.

Windows 95

To install and use the *Music Doodle Pad* if you have Windows 95 loaded on your computer, you must follow one of the two options described below:

Option 1:

- Click the “Start” button. Select “Program”, then “MS-DOS Prompt”.
- Click the caption bar at the top of the MS-DOS window with the right mouse button.
- Select “Properties”
- Click the “Advanced” button on the MS-DOS Properties dialog box.
- Click the “Prevent MS-DOS programs from detecting Windows” box, so that it is checked.
- Click the “OK” button.
- Close the dialog box, then close the MS-DOS window by typing “exit”.
- Restart an MS-DOS window by clicking the “Start” button, then selecting “Program”, then “MS-DOS Prompt”.
- Install and use the *Music Doodle Pad* as described earlier.

Option 2:

- Click the “Start” button and select “Shutdown”.
- In the “Shut Down Windows” dialog box, select the third button labelled “Restart the Computer in MS-DOS

Getting Started

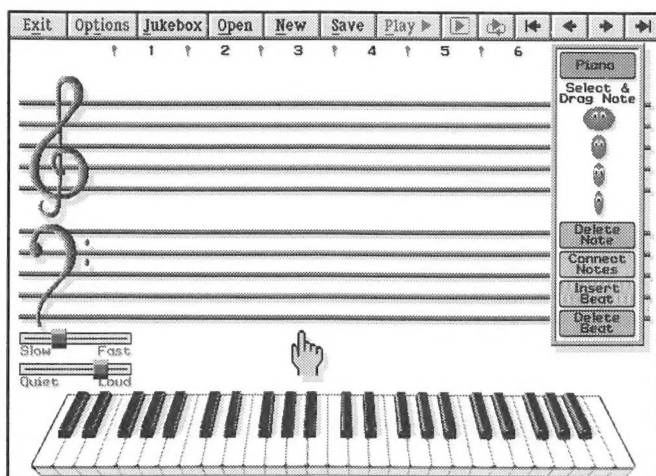
mode”.

- After your computer restarts in MS-DOS mode, install and run the *Music Doodle Pad* as described earlier.

Using the Music Doodle Pad

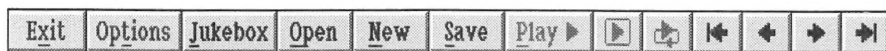
The Music Doodle Pad™ makes it fun and easy to create your own musical compositions. You can listen to and modify sample songs or create your own songs.

In this guide, we refer to the musical pieces in the Doodle Pad as “songs”. Actually these pieces are not really songs, since they don’t have words. Let’s just think of these pieces as being “sung” by the animated notes on the Doodle Pad when you play these “songs”.



Doodle Pad

Notice that the Doodle Pad has a control bar at the top. Using this control bar, you can access all of the features of the *Music Doodle Pad*



Doodle Pad Control Bar



Exit Button

Clicking the **Exit** button leaves the program and takes you back to the DOS prompt.



Options Button

The **Options** button lets you change the way in which the Doodle Pad operates. The options are discussed in detail in the *Doodle Pad Options* section later in this chapter.



Jukebox Button

The **Jukebox** button is used to play sample songs. The sample songs are good examples of the types of music you can create using the Doodle Pad. See the *Listening to Songs* section in this chapter for more information on using the Jukebox button.

Note: The **Jukebox** button is used to play sample songs only. To access songs that you or others have created, use the Open button on the Doodle control bar.



Open Button

The **Open** button is used to access songs that you (or others) have created and saved. The operation of this button is described in the *Opening Songs* section of this chapter.



New Button

The New button is used when you want to clear the Doodle

Pad screen and begin creating a new song. The New button will give you a chance to save your current song before clearing the screen.

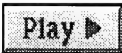





Save Button


The **Save** button on the Doodle Pad control bar allows you to save a song that you have created or modified. This button is described in the *Saving Your Songs* section.



Play Buttons

There are three buttons that you can use to play a song. The first button,  , plays the song from the beginning of the current screen to the end of the song. To play the entire song, use the  button to go back to the beginning of the song before you click the  button.

The second **Play** button, which looks like  , plays only the part of the song that is shown on the screen. This can be useful when you are creating a song and want to listen only to the part that you are working on.

The third **Play** button, which looks like  , plays the song over and over again, until you click the **Stop** button.



Stop Button

Whenever you click any of the Play buttons, a Stop button appears on the right-hand end of the control bar. To stop playing a song that is in progress, just click the Stop button.



Song Positioning Buttons

Use these four buttons to control the position of a song on the Doodle Pad screen. The song positioning buttons operate as follows.



Move to the beginning of the song



Move to the end of the song



Move the song back one beat

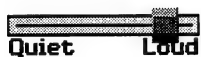


Move the song forward one beat



Tempo Control Slider

Drag the slider left or right to adjust the playing speed of a song.



Volume Control Slider

Drag the slider left or right to change the playing volume of the song.

Listening to Songs

Before you get started using the Doodle Pad, you may want to listen to examples of songs that have already been created. the *Music Doodle Pad* comes with a variety of sample songs. You may recognize some of these tunes, while others may be new to you.

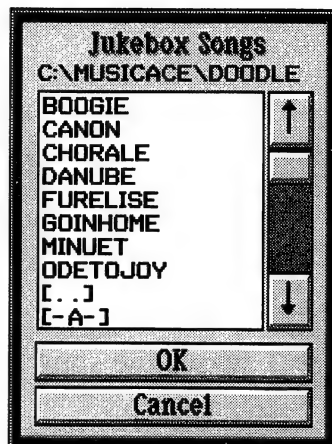
Using the Music Doodle Pad

Opening a Jukebox Song

To play a sample song, first click the Jukebox button on the Doodle Pad control bar. This brings up the Jukebox Menu.


On the Jukebox Menu, use the arrow buttons or the slider to view the list of available songs. Select a song by clicking the song name. The selected song can then be opened by clicking on the OK button.

Use the Cancel button if you want to return to the Doodle Pad without opening a jukebox song.



Jukebox Menu

Playing a Song

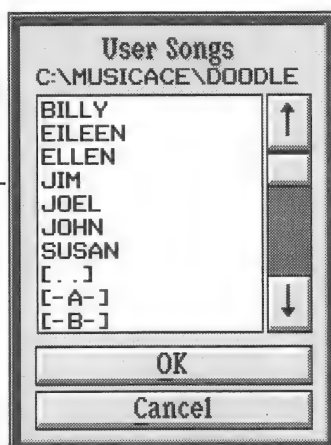
Once you have opened a song, you can listen to the song by clicking the **Play** button on the control bar at the top of the Doodle Pad screen. To stop a song that is playing, just click the **Stop** button at the right hand end of the control bar. Remember to use the  button to go back to the beginning of the song each time you want to play it. Try opening and playing a few songs now.

Opening Songs

You can also open songs that you or others have created and saved. To open one of these songs, use the Open button on the Doodle Pad control bar. This brings up the Open Song Menu.

On the Open Song Menu, use the arrow buttons or the slider to view the list of available songs. Select a song by clicking the song name. The selected song can then be opened by clicking on the OK button.

Use the Cancel button if you want to return to the Doodle Pad without opening a song.



Open Song Menu

Creating Your Own Songs

The the *Music Doodle Pad* Doodle Pad lets you explore and develop your musical creativity. Within minutes, you can create your first song!

To begin creating a song, click the **New** button. This clears the Doodle Pad screen and allows you to create a song from scratch. You should now see a staff that is clear of any notes.

Let's add a few notes to start the song. To add or remove notes from a song, use the Doodle Pad Sound Palette located on the right-hand side of the screen.

Using the Sound Palette

To add a note to a song, simply drag the note from the Sound Palette onto the staff. Release the note at the position on the staff where you want it to appear.

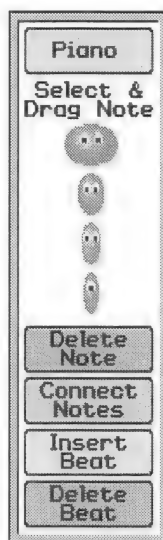
If you place a note in the wrong place, you can simply drag it to where you want it.

Or you can remove a note by clicking the

A rectangular button with the text "Delete Note" inside.

button and then clicking on the

note(s) you want to remove. Click the **Delete Note** button a second time to get out of Delete Note mode.



Sound Palette

The Sound Palette contains four different kinds of notes you can use in a song. These notes all play for different lengths of time (or durations). The note at the top of the Sound Palette plays for an entire beat, so you can use only one of these notes in each beat. The second note from the top plays for a half beat. You can place two of these notes in each beat of your song. The third note type plays for 1/3 of a beat, so you can use three of these notes in each beat. Finally the bottom note on the Sound Palette (the tiny note with only one eye) plays for 1/4 beat. You can put four of these notes in a beat.

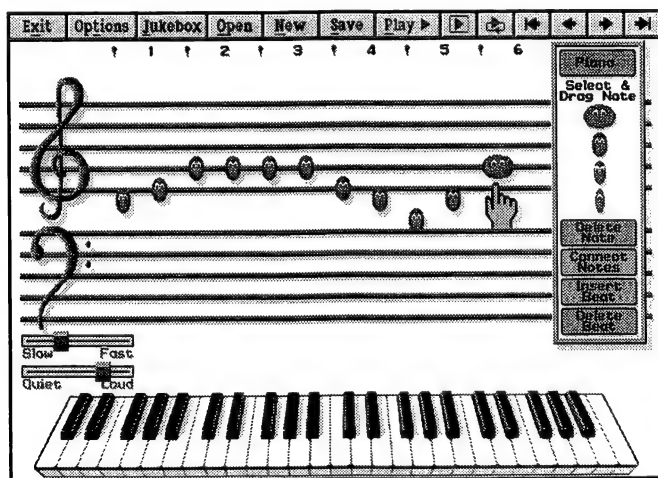
For purposes of referring to the four types of notes, we will call them (from top to bottom on the Sound Palette) Large, Medium, Small, and Tiny.

Using the Music Doodle Pad

Note to Parents, Teachers and Advanced Students:

The four note types on the Sound Palette correspond to a quarter note, eighth note, triplet (1/3 of a quarter note), and sixteenth note. Half notes, whole notes, and other notes longer than one beat can be simulated using the 'Connect Note' capability described in this chapter.

Let's practice creating a song. To begin, drag a Medium note (second from top) from the Sound Palette onto the treble staff. Place the note in the position shown in the example song pictured below.





Example Song

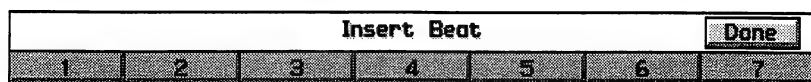
Repeat this process until you have placed ten of these notes onto the treble staff in the positions shown on the example song. (The ten notes are D, E, G, G, G, G, E, D, B, and D). Finally, drag one of the Large notes onto the staff as shown. Now click the **Play ▶** button. Does this song sound familiar? Play it again if you like.

Choosing Instruments



The Doodle Pad has six different instruments you can use for creating songs: Piano, Guitar, Oboe, Trumpet, Marimba, and Synthesizer. To change instruments, click the instrument button at the top of the Sound Palette. Each time you click this button the instrument changes. Keep clicking until you see the instrument you would like to use.

Inserting and Deleting Beats in a Song

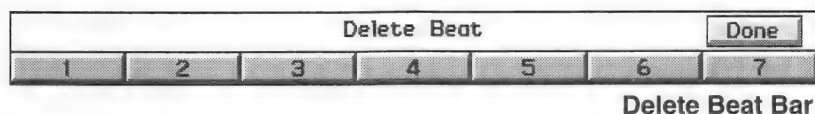
If you want to insert a beat in the middle of a song, you can use the  button on the Sound Palette. When you select **Insert Beat**, a bar appears at the top of the Doodle Pad. Click the beat number button where you want to insert the beat. The beat is inserted following the beat number you select. Click the  button when you are finished adding beats.




Insert Beat Bar


Similarly, if you want to delete a beat in the middle of a song, select the  button on the Sound Palette. When you select **Delete Beat**, a bar appears at the top of the Doodle Pad. To delete a beat, click the beat number button of the beat you want to remove. Click the  button when you are finished deleting beats.

Using the Music Doodle Pad



Connect Notes

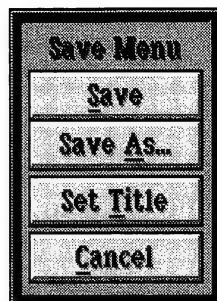
The Connect Notes feature is used to link two notes to extend the playing duration. There are two ways to connect notes. If you want to connect two of the same type of notes, select the  button on the Sound Palette. Then position the mouse pointer directly under the note you want to connect, and click the mouse button. This will automatically create a note just like the one you clicked, and will connect the two. To stop connecting notes, just click the **Connect Notes** button again.

If you want to connect two dissimilar notes (including notes using different instruments), place both of the notes onto the Doodle staff in the correct positions next to each other. Select the  button, position the mouse pointer directly under the first note, and click the mouse button. To stop connecting notes, just click the **Connect Notes** button again.

Saving Your Songs

After you have created or modified a song, you will probably want to save it to play later for your family, friends, or teacher. To save a song, click the Save button on the Doodle Pad control bar. This brings up the Save Menu.

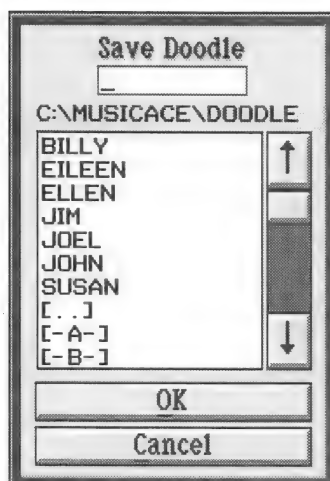
The Save Menu gives you several options. If you opened the current song or have already saved this song, you can just click the **Save** button and your song will be saved with the same name.



Save Menu

Use the **Save As** button if you have not yet saved this song, or if you want to save it with a different name to avoid writing over an existing song. If you try to save a song with a name that already exists, you will be asked whether you want to replace the existing song.

The **Set Title** button on the Save Song Menu lets you enter a song name and composer name for your song. The song and composer names are displayed at the bottom of the Doodle Pad screen.



Save Song Box

When you choose **Save As**, the Save Song box appears. On this box, you type in the name for your song in the name entry area at the top of the box. After you have typed in the name, click the **OK** button to save the song.

Use the **Cancel** button if you want to return to the Doodle Pad without saving your song.

Doodle Pad Options

You can set up the Doodle Pad to operate in several different ways. Click the **Options** button on the Doodle Pad control bar to access the Doodle Pad Options Menu.

The **Enable Accidentals** option allows you to place notes with sharps or flats on the staff.

To enable accidentals, click the Enable Accidentals box and an 'X' appears in the box. To disable accidentals, click the box again and the 'X' disappears. Enabling accidentals allows you to add sharped and flatted notes on the Doodle Pad. When acciden-





Doodle Pad Options

Using the Music Doodle Pad

tals are not enabled, you can only place natural notes on the staff.

The **Note Bubble** option lets you select whether the note names are shown when you add or move notes on the staff. Click the **Note Bubble** box to enable or disable note bubbles.

The **Play Piano** option lets you select whether the piano at the bottom of the Doodle Pad plays along when notes are moved or the song is played. Click the **Play Piano** box to enable or disable this option.

The **Key Signature** buttons allow you to select any of the 15 key signatures to use when you compose a song. To select the next key signature, click the  button. Use the  button to select the previous key signature. Note: If you change the key signature while a song is displayed on the Doodle Pad screen, all notes in the song will be moved to agree with the new key signature.

When you have finished selecting Doodle Pad options, click the **OK** button. To return to the Doodle Pad without changing any options, click the **Cancel** button.

Activity Suggestions

This section is intended to provide teachers and parents with suggestion for musical activities involving the *Music Doodle Pad*. These suggestions cover just some of the possible activities; the applications of the *Music Doodle Pad* in a teaching setting are virtually unlimited.

The Music Doodle Pad is a particularly powerful tool for demonstrating many musical concepts to the entire class or for allowing students to experiment individually. Using the Doodle Pad, even the most novice musician may explore his or her musical creativity and develop viable compositions in a format that is easy to understand and use.

The Music Doodle Pad has been designed to be friendly to users of all ages. Young students will find it easy to use, while older students will enjoy its flexibility. When structured in light of a student's developmental level, these activities will enhance the learning experience and provide each student with an opportunity to make decisions in a real musical environment. Making musical decisions while using the Music Doodle Pad will empower students to experience and explore the sounds they hear around them, and to engage themselves more fully in the aesthetic experience of music.

Exploration

Students who use the Music Doodle Pad quickly get caught up in the excitement of making their own music. As they work through the program, they enjoy the opportunity to express their musical ideas in a stable, reproducible format. As stu-

Activity Suggestions

dents gain facility by working with real musical materials and ideas, and as their sense of ownership of their musical products increases, their motivation to learn also increases.

Composition

Most music sequencing and notation software require advanced musical and computational skills. The Music Doodle Pad is accessible to any age group, making true composition possible for even very young students. Once students experience the satisfaction of creating a piece of music in this user-friendly format, they are likely to continue composing at more advanced levels.

Games

Teacher and student alike may enjoy creating their own games using the Music Doodle Pad. Players might be required to identify ascending or descending lines, identify intervals, match pitches, recreate familiar melodies, etc. Students will enjoy testing each other's skills by using the Music Doodle Pad to check their understanding of the concepts presented by the teacher.

Activities

The Music Doodle Pad provides a framework for a variety of musical activities. Included here are some specific suggestions for such activities. You will undoubtedly develop many more as you utilize the Music Doodle Pad with your classes.

Activity 1:

One easy and fun activity is spelling familiar words with note-heads. Students can demonstrate their understanding of these concepts, and can gain increased facility in applying them, by

Activity Suggestions

“spelling” words composed exclusively of the first seven letters of the alphabet by placing noteheads in sequence on the Doodle Pad. Noteheads on the “B”, “E”, and “G” lines of the treble staff, for example, spell “beg”. Students can then play the words they have notated. The teacher can supply the student with words to notate, or can invite the student to generate some of his or her own. You will find a collection of appropriate three and four-letter words for this activity below. For the words in these lists that contain a letter other than A-G, invite your students to select a note to use in place of that letter.

3-letter Words Containing Only the Letters A-G

ABE	ACE	ADA	ADD	AGE
BAA	BAD	BAG	BEA	BED
BEE	BEG	CAB	CAD	DAB
DAD	DEB	EGG	FAB	FAD
FED	FEE	GAB	GAD	GAG
GEE				

4-letter Words Containing Only the Letters A-G

ABED	ACED	AGED	BABE	BADE
BEAD	BEEF	CAFE	CAGE	CEDE
DEAD	DEAF	DEED	EDGE	EGAD
FACE	FADE	FEED	GAFF	

4-letter Words Containing Mostly the Letters A-G

ACID	ACRE	AGOG	BABY	BACK
------	------	------	------	------

Activity Suggestions

BAKE	BALD	BALE	BAND	BANG
BASE	BEAN	BEAR	BEND	BIDE
BLAB	BRAG	CAKE	CALF	CANE
CAPE	CARD	CARE	CASE	CHEF
CLAD	CODA	CODE	CRAB	CUBE
CUFF	DATA	DECK	DICE	DRAB
DRAG	DREG	FANG	FEUD	FLAG
FLED	GALA	GANG	GATE	GEAR
GLAD	GRAB	PAGE	SAFE	SAGA

Activity 2:

Invite your students to construct a familiar melody on the Doodle Pad. All that is required is suggesting a starting pitch that will help to avoid the need for accidentals. The following familiar melodies with suggested starting pitches might prove useful:

Melody

Mary Had a Little Lamb
Jingle Bells
Twinkle, Twinkle
Ode to Joy
America
Frere Jacques
Silent Night
Yankee Doodle
America the Beautiful
Happy Birthday

Starting Pitch

E, A, or B
G for verse, E for chorus
C
E or B
C
C or G
G
C
G (one chromaticism)
G

Activity Suggestions

Activity 3:

Enter a simple song on the Doodle Pad. Have the students play along on their instruments or sing along. Change the key signature and do it again. Change the tempo and do it again. Vary the notes, intervals, tempo, and key signature.

Activity 4:

Enter a major scale on the Music Doodle Pad. Ask the students to identify which notes should be moved to change the scale to a minor scale. Do the same for the harmonic minor and the melodic minor. Set the tempo to slow, press the Play button, and have the students watch the piano keyboard while you call out the intervals between adjacent notes. Then repeat this but have the students call out the intervals.

Activity 5:

Have a volunteer position eight notes into a major or minor scale. Do this with different key signatures.

Activity 6:

Turn the volume all the way down, put two notes that are enharmonic equivalents on the staff (e.g. C# and Db). Ask the students if the two notes have the same pitch. Turn the volume back up and click each note to demonstrate their pitches. Do the same with two notes that appear to be enharmonic equivalents but are not (e.g. B# and Cb).

Activity 7:

Enter a song with 2-part harmony. Play it slowly and have your students sing or play along with one group playing one

Activity Suggestions

of the parts and the other group playing or singing the second part. Do the same with 3-part harmony. Use different Doodle Pad instrument sounds to make it easier to identify the different parts by ear.

Activity 8:

Sing or play a reference note and have a volunteer move a note on the Doodle Pad staff to match the reference note.

Activity 9:

Enter a song with an interesting rhythm. Draw the same rhythm in standard musical notation on the blackboard. Use the difference between the simplified notation used on the Doodle Pad and standard notation as a means of introducing and explaining standard notation. Create different rhythmic patterns on the Doodle Pad and have your students notate these rhythms using standard notation.

Activity 10:

Place a scale on the Doodle staff. Click the notes in a such a way as to play a familiar melody. Challenge volunteers to repeat the melody.

Activity 11:

Place a number of notes scattered on the Doodle Pad staff. Then play a key on the on-screen keyboard that matches one of the notes on the staff. Ask the students to identify (on the staff) the note you played.

Activity Suggestions

Activity 12:

Challenge students to enter simple melodies or familiar songs onto the Doodle Pad by ear.

Activity 13:

Invite your students, either individually or in groups, to enter the school song on the Music Doodle Pad. Then play the songs for the class.

Activity 14:

Select a subset of notes, such as A, B, and C. Challenge your students to create interesting melodies on the Doodle Pad using only these notes.

Activity 15:

An activity for younger students that allows a high degree of physical participation is “musical bean bags.” Have the students create a treble, bass, or grand staff on a large piece of paper (white butcher paper works well). Space the staff lines about 6 inches apart. In the process of creating this staff, students will learn about the number of lines on the staff and will understand how the clef(s) are drawn.

Lay the paper staff on the floor in an open area of the classroom. Have the students take turns tossing a bean bag onto the staff. Challenge each student to name the note corresponding to the bean bag’s position on the staff. Bags that land outside the staff are re-tossed (but might provide an opportunity to talk about and add ledger lines to the staff.)

Activity Suggestions

As each bean bag is tossed, have one student enter the corresponding note on the Music Doodle Pad. When the exercise is completed, play the “bean bag composition”. Have the students critique the composition and suggest improvements.

Activity 16:

Use the Doodle Pad as a way for students to create original melodies associated with holidays throughout the year. Use the opportunity to discuss what musical elements contribute to making a piece of music happy, spooky, romantic, etc.

Activity 17:

Save original student compositions on a floppy disk so students who have the *Music Doodle Pad* at home can take the disks home and play their work for parents and friends. You can also use floppy disks to exchange music between schools in your district.

Technical Issues

Using Sound Devices

The *Music Doodle Pad* is compatible with a large variety of sound cards. The following cards are supported:

- SoundBlaster or compatible
- Adlib or compatible
- Microsoft Sound System
- SoundBlaster AWE 32 WaveTable
- Roland Rap 10 WaveTable
- Ensoniq WaveTable
- Pro Audio Spectrum
- Advanced Gravis Ultrasound

Important Note: Many sound cards achieve SoundBlaster™ compatibility by using an operating mode called “SoundBlaster emulation”. If your sound card is not a SoundBlaster™, but is configured to operate in SoundBlaster™ emulation mode, you should choose **"SoundBlaster or Compatible"** when selecting your sound device during program installation. If you have already completed the installation of the *Music Doodle Pad*, you can change your selection by running the program called ‘setup’ in the ‘mdoodle’ directory.

To get high-quality sound, it is important that:

- You have properly installed your sound card according to the manufacturer’s instructions, and
- You have correctly selected the proper sound device dur-

ing the installation of the *Music Doodle Pad*.

If you have any problems with sound when using this product, please check first that you have installed your sound card correctly. Many sound cards provide a setup program that verifies the proper installation of the sound card. Be sure you have verified the proper installation of your sound card.

Note: When using a sound card with a volume control knob located on the card, it is best to keep the volume control adjustment in the *Music Doodle Pad* turned up as high as possible and use the volume control knob on your sound card to set the volume to the desired level.

Caution: Be careful when adjusting the volume on your sound card if you are using headphones. Adjusting the volume too high can cause hearing damage. Hold the headphones away from your ears when you change the volume setting.

Changing Sound Devices

If you change your sound device, either adding or replacing a sound card or MIDI, you must run the the *Music Doodle Pad* sound setup program again. To do this, go to the '**mdoodle**' directory and run the program called '**setup**'. Select the proper sound device configuration so that the program knows which sound devices you now have in your computer.

Troubleshooting

This section provides a list of potential problems and suggested solutions. If you have a problem installing or using the *Mu-*

sic Doodle Pad, please read through this section to see if your problem is covered here. If you still cannot solve the problem, call Customer Support at (847) 467-1306.

Problem: *When I try to install the Music Doodle Pad, I get a message that there is not enough free space on my disk.*

Solution: You do not have enough free space on your hard disk to install the *Music Doodle Pad*. The program requires 2 MB of free space on your hard disk. Remove some files from your disk until you have enough free space, and then install the *Music Doodle Pad* again.

Problem: *When I try to run the Music Doodle Pad, I get the message "Not enough memory to load the Music Doodle Pad".*

Solution: You do not have enough available memory to run the program. Try removing any resident programs (TSR's) that are loaded, and any memory resident device drivers. If this does not free up enough memory to run the *Music Doodle Pad*, try making a bootable floppy disk. See Making a Bootable Floppy Disk below.

Problem: *My mouse doesn't respond when I run the Music Doodle Pad.*

Solution: You probably do not have the mouse driver program loaded. Exit from the *Music Doodle Pad*, and load the mouse driver. Refer to your MS-DOS manual or your

mouse manual for instructions on loading the mouse driver.

Problem: *I installed the Music Doodle Pad, but I don't hear any sound.*

Solution: This can happen for a variety of reasons. Check the following:

1. Make sure your speakers or headphones are connected properly to your sound card.
2. Adjust the the *Music Doodle Pad* volume control slider. Be sure it is high enough.
3. Adjust the volume control knob on the back of your sound card.
4. Make sure your sound card has been installed properly. Run the manufacturer's sound card test program if one is available, or try running another program to verify that your sound card is working properly.
5. Be sure that you selected the correct sound card when you installed the *Music Doodle Pad*. Run the the *Music Doodle Pad* sound card setup program again to check this. The program is called 'setup' and is located in the 'mdoodle' directory.

Problem: *I purchased a new sound card (or MIDI card) after installing the Music Doodle Pad. How do I get the program to work with my new sound device?*

Solution: First, make sure you have installed your new device according to the manufacturer's instructions. Many sound cards come with a test program to verify correct installation. Run the manufacturer's test program to be sure your new card is working properly. Then run the the *Music Doodle Pad* sound setup program by going to the 'mdoodle' directory and running the program called 'setup'. Select your new sound device and then run the *Music Doodle Pad*.

Problem: *I get an 'Alert' message in a red box in the middle of the screen. What's up?*

Solution: The program displays an alert message whenever it detects an abnormal condition. If you see one of these messages, please write down all of the information displayed in the red box. Also please note the circumstances leading up to the error message. You can try to continue with the program by pressing the 'C' key on your computer keyboard. If this does not correct the problem, please call our Customer Support staff at (847) 467-1306.

Making a Bootable Floppy Disk

If you have problems getting enough memory to run the *Music Doodle Pad*, you can make a bootable floppy disk to run the program.

1. Insert a blank disk into floppy drive A:
2. At the MS-DOS prompt, type: **format a:/s** [Enter].

3. Copy the files 'mouse.com', 'autoexec.bat', and 'config.sys' to the floppy.
4. Using a text editor, remove the lines in 'config.sys' and 'autoexec.bat' that load device drivers that are not essential to run the *Music Doodle Pad* (such as the CD-ROM driver).
5. With the floppy still in Drive A:, restart the computer using [Ctrl-Alt-Del].
6. Type: **c:** [Enter].
7. Type **cd \mdoodle** [Enter].
8. Type: **doodle**[Enter].

Customer Support

the *Music Doodle Pad* is designed to be easy to install and use. However, if you run into a problem installing or using this product, first consult the *Installation* and the *Troubleshooting* sections of this guide. If you are unable to solve the problem after reviewing these sections, please call Harmonic Vision's **Customer Support Department**, during normal business hours, at (847) 467-1306.

Before you call, please have the following information available:

1. Your product registration number.
2. The type of computer you are using, including the brand name, model, and processor speed.
3. The type of sound card or MIDI device you are using.
4. The output of the the *Music Doodle Pad* system informa-

tion utility, 'info'. Please run the program called 'info' in the 'mdoodle' directory, and either jot down the information on the screen or use the 'PrtSc' (print screen) key on your computer keyboard to send a copy of the output to your printer.

5. A specific description of the problem.

If possible, please call from a telephone located near your computer with the program running.

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Technical Issues

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If you have any questions about this Agreement please contact in writing:
Harmonic Vision, Inc., 906 University Place, Evanston, IL 60201.

Music Doodle Pad Quick Reference

To Listen to Jukebox Songs:

1. Click the Jukebox button and select the song.
2. Click the Play button to listen to the song.
3. To listen to another Jukebox song, repeat steps 2 and 3.

To Create a Song:

1. Create your song by dragging notes from the Sound Palette onto the staff.
2. Click the Play button to play your song.

To Delete Notes:

If you place a note in the wrong position, you can reposition the note by either dragging it to the correct location, or by deleting and replacing the note.

1. Click the Delete Note button on the Sound Palette.
2. Click the note(s) you want to delete.
3. Click the Delete Note button again when you are finished deleting notes.

To Change Instruments:

1. Click the instrument button at the top of the Sound Palette.
2. Continue clicking until you see the instrument you want. Available instruments are: Piano, Guitar, Oboe, Trumpet, Marimba, and Synthesizer.

To Save a Song:

1. Click the Save button on the Doodle Pad control bar. This brings up the 'Save' menu.
2. Select Save As from the 'Save' menu. This brings up the 'Save As' menu.
3. Type the name you want for your song in the box at the top of the 'Save As' menu.
4. Click the OK button on the 'Save As' menu.

To Modify a Song:

1. Click the Open button on the Doodle Pad control bar. This brings up the 'Open' menu.
2. Click the name of the song you want to modify.
3. Click the OK button on the 'Open' menu to open the song.
4. Make the changes to the song.
5. Save the song as described above.

